

## Youth, Technology & Today's Trends

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## Discussion Topics

- ICAC: Prevention Education
- Current Data
- Trending Apps
- Digital Safety Resources
- Question & Answer

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## Internet Crimes Against Children

- Investigate child sexual exploitation
- Train law enforcement agencies
- Provide Internet safety training and education
  - Cyberbullying
  - Sexting
  - Exploitation
  - Piracy




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Can you name the app?  
Can you name that Vine-r?

Nash Grier: Currently #2 Vine-r in the world  
with over 11 million followers @ 16 yo

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## Resources

Presentations, Climate Survey, Online  
Action Days & More

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## Presentations



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## Online Action Day(s)

Resources include:

- Implementation Guide
- Student worksheet
- Posters for school

**Current Days:**

**Delete**  
**Secure It**  
**Log Off**




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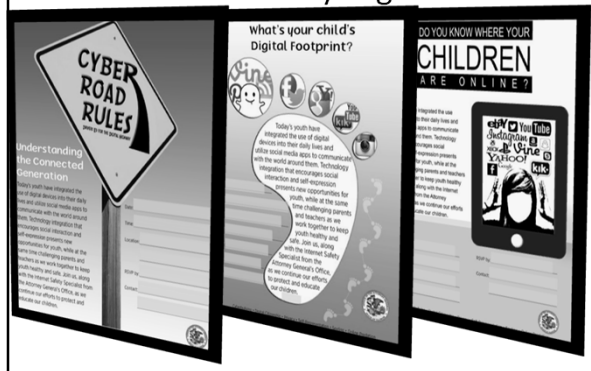
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## Community Nights




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## Advice for Parents

- Establish household online agreement
- Enable parental controls/restrictions on devices
- Learn the trends: parent blogs, tech news sources, app store
- Check in with parent peer groups
- Engage in conversation with your child
- Learn technology together
- It's "ok" to say "no" to technology and apps

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## Prevention Education

Cyberbullying, Sexting, Exploitation, Piracy

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## Social & Emotional Learning (SEL) & Competencies

Process for helping children and adults develop the fundamental skills to effectively handle school and work, relationships, and their own personal development.

1. Self-Awareness
2. Self-Management
3. Social Awareness
4. Relationship Skills
5. Responsible Decision-Making

Review Your State: <http://www.casel.org/state-standards-for-social-and-emotional-learning/>

Excerpts from Mental Health America of Illinois




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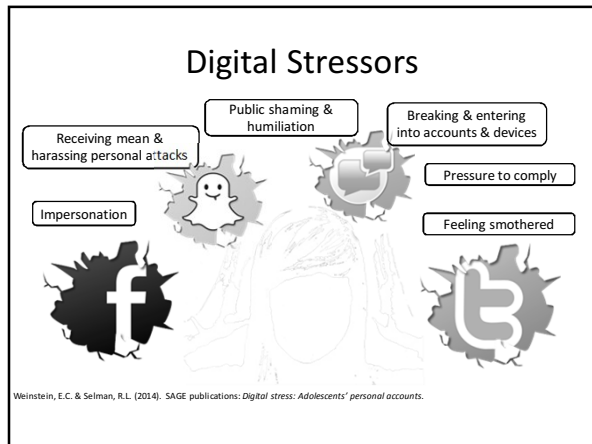
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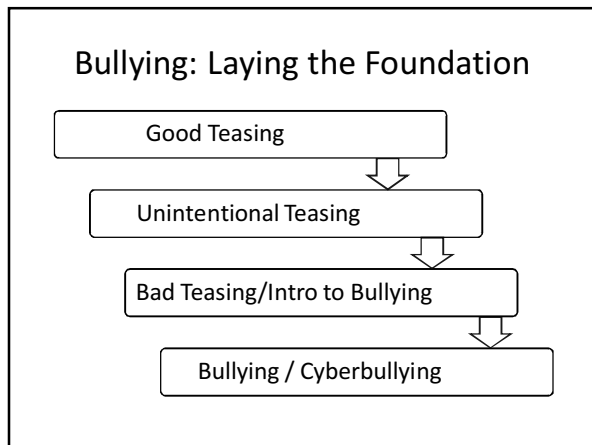
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### Social Awareness & Relationship Skills

- Feel uncomfortable with online exclusion (71%), teasing (85%), and rumors (86%)
- 81% would talk to parent/guardian if they had an online problem

IL AG Cyber Survey 2.0, Spring 2014

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## Reasons to be Prepared

Illinois youth indicate negative experiences online...

- 45% have had an argument
- 24% have ended a relationship/friendship
- 17% have had problems with parents/guardians
- 18% have felt threatened online
- 18% have gotten into a fight (physical or verbal)
- 22% have not wanted to check online accounts

Online issues are a leading disruption within the school environment.

IL AG Cyber Survey 2.0, Spring 2014

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## Why Students Participate

### Perception

- Invincible
- Instant, large audience
- Sense of anonymity
- Lack of empathy
- No monitoring
- Curiosity of the bystander

### Reality reflects a lack of:

- Self-management: impulses
- Social awareness: empathy, acceptance of differences
- Responsible decision-making: refuse enticement
- Relationship skills: mend conflict, refusal of peer pressure
- Adult presence: immediate consequence

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## Bullying (*cyber*): Prevalence

- One in five teens say they were bullied in the past year. The most common occurrence was in-person bullying.
- Fewer than one in ten teens report being bullied by phone, text, or online.

Janhart A., Madden, M., Purcell K., Rainie, L., Smith, A. & Zickuhr, K. (2011). Teens, Kindness and Cruelty on Social Network Sites, Pew Internet & American Life Project.

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## What is Sexting?

Act of sending sexually explicit messages and/or images between electronic devices.

**NIFC S2R RUH GNOC SORG WTGP**

Child Pornography is the visual depiction of a minor younger than the age of 18 engaged in sexually explicit conduct (18 USC 2256). It is a crime to possess, manufacture and/or distribute child pornography (18 USC 2251 et seq.)

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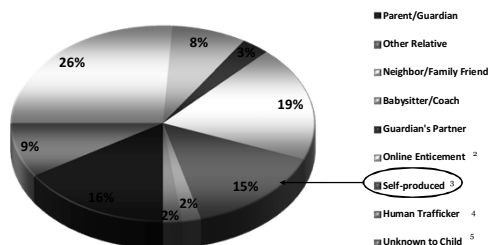
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## Relationship of Exploiter to Child<sup>1</sup>



<sup>1</sup> Abuser data based upon victim information submitted to NCMEC by law enforcement, as of December 31<sup>st</sup>, 2014. The data represent the known relationships from 5,621 series (7,997 identified victims).

<sup>2</sup> "Online Enticement" includes either (1) victims who met a perpetrator online and transmitted self-produced images or (2) victims and offenders who met online and then met offline, producing images.

<sup>3</sup> "Self-produced" includes those victims who have produced and distributed images of themselves.

<sup>4</sup> "Human Trafficker" includes victims of commercial trafficking.

<sup>5</sup> "Unknown to Child" includes unestablished relationships, i.e. photographers, child sex tourism, runaways, etc.




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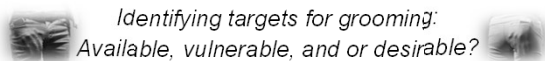
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## Exploitation: Online Enticement

Predators seek youths vulnerable to seduction, including those:

- with histories of sexual or physical abuse
- who post sexually provocative photos/video
- who talk about sex with unknown people online



Wolak, J., Finkelhor, D., Mitchell, & K. Ybarra, M. (2008, February-March). Online "Predators" and Their Victims: Myths, Realities and Implications for Prevention and Treatment. *American Psychologist*, pp. 111-128.

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## Who's Hiding in Your Child's Smartphone?




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## Online Exploitation: Perpetrator Selection/Engagement

- lacking friends
  - accepts random friend requests
  - willing to chat with unknown users
  - seeking to meet new friends online
- low-self esteem
  - seeking attention through pictures
  - public profile to attract more followers
- attention seeking
  - posts that are controversial
  - provocative images or videos
  - sad stories
- innocent/naive
  - posts plenty of private information
  - responds to random and/or inappropriate messages

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## Sexting

*9.6% of teens reported creating nude or nearly nude images or receiving such images*

- 2.5% created or appeared in photos
  - 1.8% created image themselves
  - 0.3% someone else created
  - 0.4% created for someone else
  - Girls > Boys
- 7.1% received them but did not create/appear



Mitchell, K., Finkelhor, D., Jones, U., & Wolak, J. (2012, January). Prevalence and Characteristics of Youth Sexting: A National Study. PEDIATRICS.

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## Do Tweens/Teens Get It?

### Misconceptions

- *It was an accident*
- *It's my body*
- *We're not touching/having sex/etc*
- *I'm safe in my bedroom/home*
- *We're in love*
- *It's mutual; We'll both delete it after*

### Developmental

- Physical acceptance
- Hormones
- Curious & experimental
- Illogical
- Lack of understanding of consequences/reality
- Impulsive & a need to belong

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## Prepare for the Pressure

Send me a pic ☺

What?  
I'm NOT that type.

We're dating, aren't we?

My parents check my phone.

Duh. Snapchat.

Screenshots...remember the locker room incident????

Really? You think I'd do that to u?

HOW WILL YOU RESPOND?

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## Current Data

Cyber Survey 2.0: 837 students (3-8<sup>th</sup>)

Pew Research: Teens (13-17 yoa)

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### “Anonymous” Apps

- Appeal is (perceived) anonymity
- Typically limited or no online monitoring
- Some based on geo-location

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- Live feed from people around you based on geo-location
- Upvote / downvote “Yaks”
- Age rating: 17+
- Anonymous – no profiles and no passwords
- No online monitoring

*“Your popularity, race, gender, sexuality, and looks don’t mean anything on Yik Yak. Anonymity levels the playing field. You can be the quietest person on campus and the most popular poster on Yik Yak. The only thing you are judged on is the content that you have created, nothing else.”*

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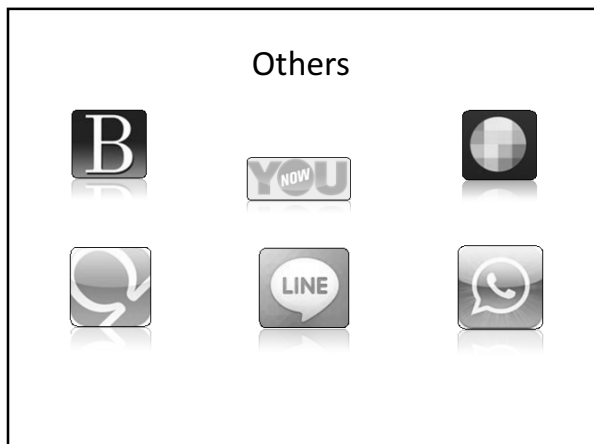
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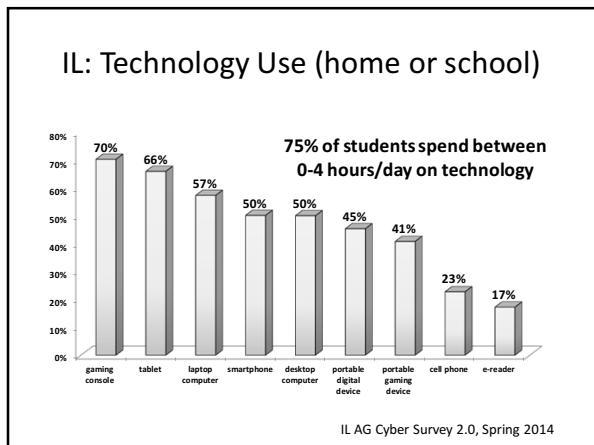
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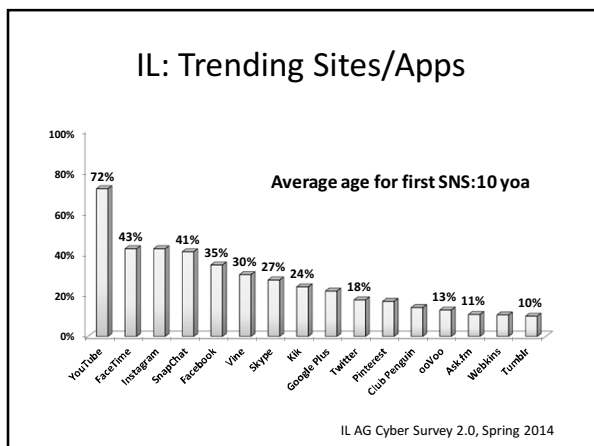
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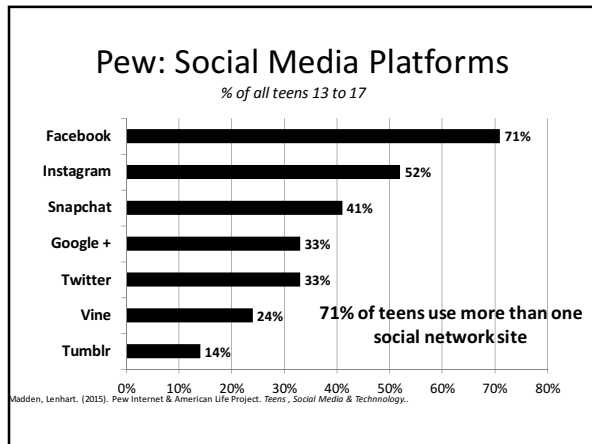
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### Self Awareness & Responsible Decision Making

- 73% believe what they post online can impact their future
- 80% use a password to lock technology/ protect information
- 45% turn off technology before 9pm on school nights

IL AG Cyber Survey 2.0, Spring 2014

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### Self-Management Concerns

- 51% of students keep their cell phone in their room at night
- 31% are not using privacy settings to limit what others can see about them online
- 24% have friends who have created a false profile

IL AG Cyber Survey 2.0, Spring 2014

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### Privacy Concerns

- 42% believe they should be the only person to review their online activity
- 63% are not concerned with the amount of information about themselves online (assumption of privacy within a SNS)
- 40% believe content on their social media profiles is private



IL AG Cyber Survey 2.0, Spring 2014

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### IL: Online Gaming

76% of Illinois youth play online games



IL AG Cyber Survey 2.0, Spring 2014

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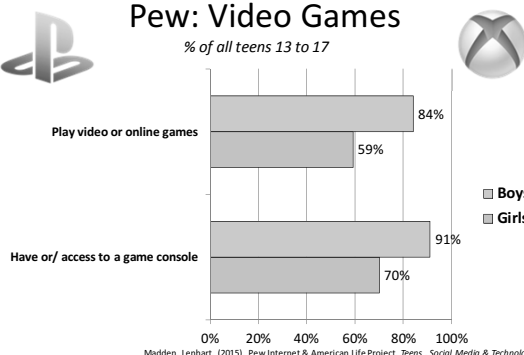
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### Pew: Video Games

% of all teens 13 to 17



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### Online Gaming

- Who are they playing?  
– *Family, Close Friends, Friends of Friends, Strangers*
- What are they playing?  
– *Early Childhood, Everyone, Everyone 10+, Teen, Mature 17+, Adult Only*
- How are they interacting?  
– *Headset, Text, Video Chat*

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### Online Gaming: Caution

Video available on the homepage of  
[www.willcountysao.com](http://www.willcountysao.com)

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### Social & Emotional Impact

- Learn by repetition and active engagement
- Rewarded for destructive (& often illegal) behavior
- Developing ability to differentiate between reality & fantasy
- Desensitization to violence, death
- Appropriate problem-solving skills
- Acceptable response to 'bad guys'

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## Social Emotional Competencies

- Self-Awareness
  - Maintain sense of self-confidence
  - Accurate self-perception
- Self-Management
  - Delayed Gratification
  - Control Impulsiveness
- Social Awareness
  - Empathetic
  - Appreciate diversity
  - Communicate respectfully
- Relationship Skills
  - Stand up against peer pressure
- Responsible Decision-Making
  - Take responsibility
  - Anticipate consequences
    - If this is not immediate, out of sight-out of mind
  - Ask for help
  - Refuse provocation
  - Evaluate, reflect, and learn from experience

Excerpts from Mental Health America of Illinois




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## Trending Online

Gaming, Apps, etc.

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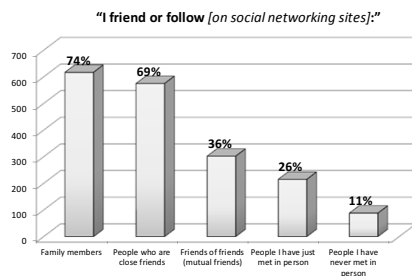
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## IL Social Media: Friends/Followers



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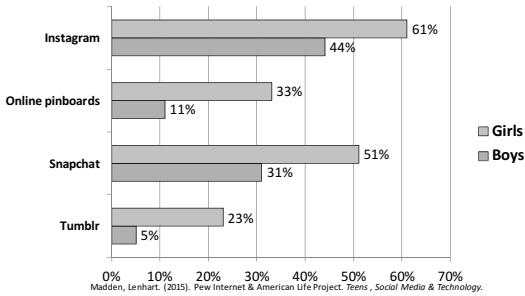
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## Pew: Visually-Oriented Social Media

% of all teens 13 to 17




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## Social Networking Sites (SNS)



Facebook.com/report



Microblogging: posts are brief 140 character "tweets"



Photo-sharing; can share across SNS

- 13+ age rating
- Posts/Profiles are public by default
- Ability to individually approve friends/followers IF your profile is private
- Will add location to pictures/posts if geo-location is on for app

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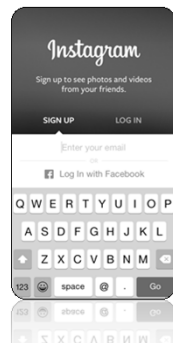
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## Creating a Profile




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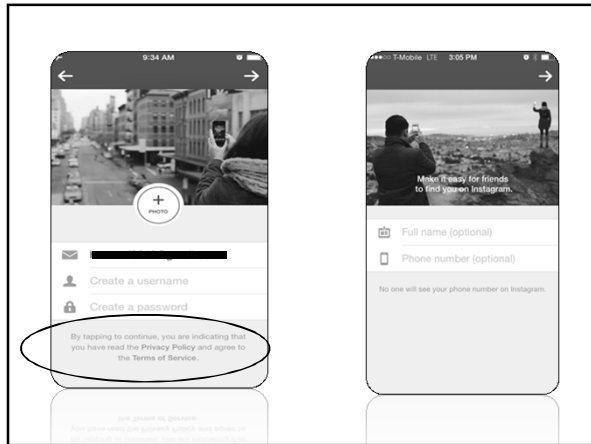
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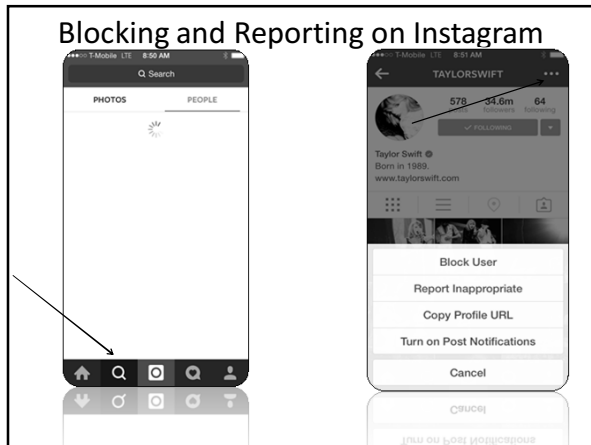
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## Blocking and Reporting on Instagram

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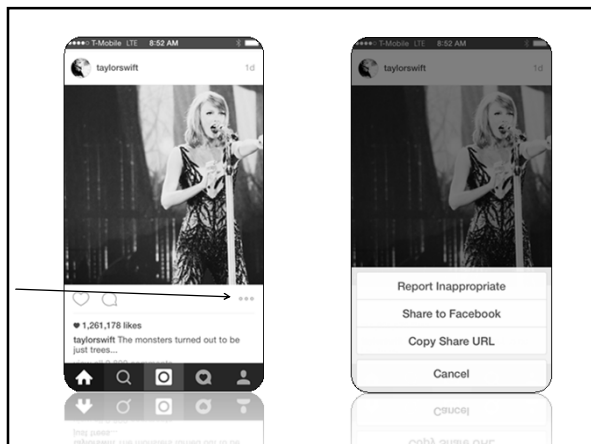
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## Connected Teens



Facebook Messenger




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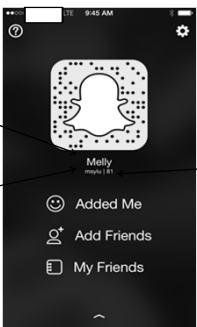
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- Messaging app for exchanging user-generated photos
- Images/videos last 1 to 10 seconds
- Age Rating: 13+
- Ability to import friends from phone contact list

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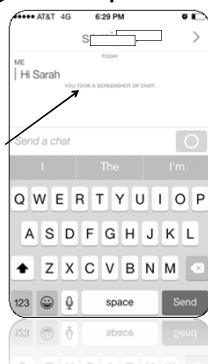
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## Snapchat: Texting & Recipients




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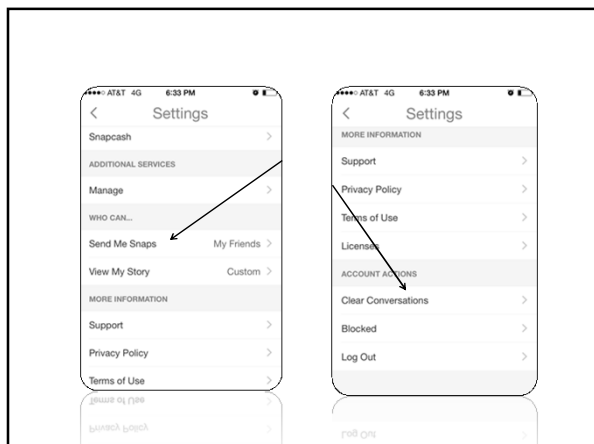
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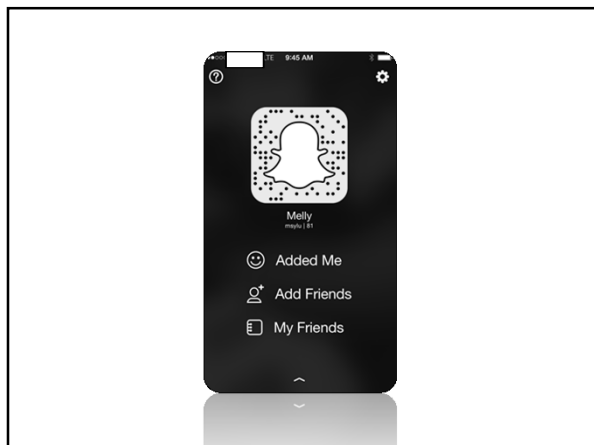
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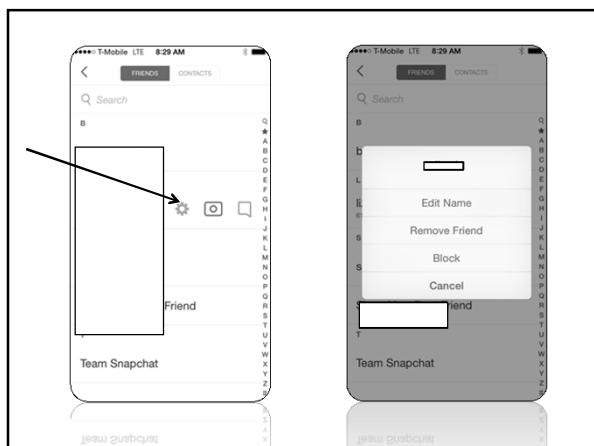
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## Social Emotional Competencies

- Self-Awareness
  - Understand limitations
- Social Awareness
  - Access family effectively
- Relationship Skills
  - Healthy relationship with parent
- Responsible Decision-Making
  - Ask for help
  - Refuse provocation
  - Learn from experience (parent and child)

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## Additional Resources

- [www.ebully411.com](http://www.ebully411.com)
- [www.common sense media.org](http://www.common sense media.org)
- [www.net smartz.org](http://www.net smartz.org)
- [www.fosi.org](http://www.fosi.org)
- [www.net smartz411.org](http://www.net smartz411.org)
- [www.webwise.ie](http://www.webwise.ie)
- [www.cyberbullying.us](http://www.cyberbullying.us)
- [www.stopbullying.gov](http://www.stopbullying.gov)
- [www.growingwireless.com](http://www.growingwireless.com)

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## Question and Answer

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